EL FENOMENO ENCONTRADO

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EL FENOMENO ENCONTRADO JAVIER GULAG

DEPOSITO LEGAL: M-6344-2018

1A EDICION: MARZO DE 2018

ESTE LIBRO ESTA REGISTRADO BAJO LICENCIA CREATIVE COMMONS BY-NC-ND

THE FAIRY FELLER
WWW.THEFAIRYFELLER.COM

Arion Lord of Atlantis #1 Arion Lord of Atlantis #2 Arion Lord of Atlantis #3 Arion Lord of Atlantis #4 Arion Lord of Atlantis #5 Arion Lord of Atlantis #6 Arion Lord of Atlantis #7 Arion Lord of Atlantis #8 Arion Lord of Atlantis #9 Arion Lord of Atlantis #10 Arion Lord of Atlantis #11 Arion Lord of Atlantis #12 Arion Lord of Atlantis #13 Arion Lord of Atlantis #14 Arion Lord of Atlantis #15 Arion Lord of Atlantis #16 Arion Lord of Atlantis #17 Arion Lord of Atlantis #18 Arion Lord of Atlantis #19 Arion Lord of Atlantis #20 Arion Lord of Atlantis #21 Arion Lord of Atlantis #22 Arion Lord of Atlantis #23 Arion Lord of Atlantis #24 Arion Lord of Atlantis #25 Arion Lord of Atlantis #26 Arion Lord of Atlantis #27 Arion Lord of Atlantis #28 Arion Lord of Atlantis #29 Arion Lord of Atlantis #30 Arion Lord of Atlantis #31 Arion Lord of Atlantis #32 Arion Lord of Atlantis #33 Arion Lord of Atlantis #34 Arion Lord of Atlantis #35

Specials:
Arion Special #1

A dead hermaphroditic cyclops. Only its skeleton is left. Cause of death: Plague (visible, infectious). Strange mushrooms are growing all over its body. They contain cocoons that hatch 5 baby cyclopses. Belongings: Hood of shrinking (shrinks cyclops to human size, or other wearer proportionately), normal sized thieves tools.

A dead male cyclops. Only its skeleton is left. Cause of Death: Adventurers (also dead, nearby). Dire vultures had spotted the corpse and will fight for their food. Belongings: Large rock(contain valuable ore, dwarves might notice).

A dead male cyclops. Its hand pointing in a certain direction. Cause of death: Plunged to death. Something in its stomach is still alive! It turns out to be a zombie. Belongings: Herd of goats.

A dead male cyclops. It has four arms. Cause of death: Old age. It is not dead, merely unconscious (please come up with something strange). Belongings: Ring of polymorph into cyclops (ring and cyclops shrink to human size if pulled from its finger).

A dead male cyclops. It is actually a two-headed cyclops (bicyclops!). Cause of death: Dragon (nearby). It is dead, but will rise as an undead cyclops. Belongings: Herd of goats.

A dead female cyclops. Only its skeleton is left. Cause of death: Old age. It is not dead, merely unconscious (please come up with something strange) Belongings: Herd of goats.

...

A dead hermaproditic cyclops. Its eye had been cut out.

When I was very young, a poet whom I will leave unnamed said to me, "Levine, if you fuck more than once every ten days you won't ever amount to anything as a poet." Well, that just seemed like hocus-pocus to me and it still does.

- Philip Levine

THE DISCOVERY OF THE PAST.

ALFONSO THE WISE AND THE ESTORIA DE ESPAÑA

We would be grateful if you could take a moment to help us to improve our exhibitions in the future.

Man/Woman Age Visited the exhibition at: Madrid - Salamanca - Santander - Minnesota

1 I thought the exhibition was:

Outstanding. Quite interesting. OK. Not specially interesting.

Poor.

- 2 What, if anything, most drew your attention?
- 3 Did this exhibiton increase your knowledge of Alfonso el Sabio an the Estoria de España? Greatly. A lot. A little. Not really. Not at all.
- 4 Did the possibility of seeing manuscripts directly alter your view of how medieval culture works? How?
- 5 Did you consult the online digital exhibition which accompanies this exhibition? If not, why not? If yes, did it complement the physica exhibition? What impressed you most?
- 6 Would you consult the digital exhibition at home? Why?
- 7 Would you recommend the exhibitions to fo friends or family

Thank you for your collaboration.

Estoria de Espanna Digital

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XXXX XXXXX

22 ener0, 2015 a las 12:21

Hola. Les escribo por si desean en su revista de poesía o de literatura o en su página o en su base de datos o les interesa para informaicón de su festival de poesía o para su editorial o... de informar sobre la obra poética de XXXXXXXXXXX.

Este autor ha escrito en estos más de cuarenta años, una obra poética o un libro titulado Epopeya o Epopeya Filosófica, que consta, de al menos, cuarenta y cinco mil versos (45.000.

Que está dividida en treinta y una partes o cuadernos.

El autor no puede juzgar la calidad de esta obra, ni la innovación, ni la profundidad, ni la esencialidad, ni la esteticidad de ella.

Pero no cabe duda de que ex una de las diez epopeyas más extensas escritas en el mundo, en todas las épocas y tiempos y culturas... ciertamente no narran la vida de héroes, pero si narran de muchas maneras las vidas o aspectos de la vida, de cualquier ser humano... de cualquier tiempo o época o cultura. Les escribo por si desean mencionar esta obra o publicar algunos trozos o algunos poemas de esta obra en su revista o en su medio cultural o dar esta información... o simplemente hacerse eco de esta noticia.

Le envio en datos adjuntos un artículo que escribí sobre las epopeyas más extensas, un curriculum, y unas cuantas partes, de esta epopeya, que han sido publicadas en ediciones muy rústicas, en autoediciones muy limitadas. Pero al final publicadas...

El tiempo que a uno le queda, ya sabe que es limitado. Aunque no sepa cuánto. Le escribo entre otras cosas para de alguna manera, que esta obra, al menos esté en el mar de la cultura, igual que existen otras, que al menos tenga un pequeño lugar, aunque sea pequeño... Y esta obra, no se pierda totalmente, sea esta obra buena o mala o mediocre o pésima... Muchas gracias por atenderme, perdone las molestias...

XXX XXXXXXXX - enero 15.

monster: 70

CAT (laser)
Hit Dice: 1

Damage Done: 2-20 By Laser Eyes /

1-4 By Claws

Armour Class: 7
Treasure Class:

Junk Class: Class: Cat Height: 5M

Color: Green/Brown

Special Abilities: 1 Laser eyes will also melt metal 2. Beam cannot be seen except in dust.

Cat agory: Land & Other-Dimensional

In Dungeon: Y
Our Monster: Y
Usage Code: Pet

Origin Code: The Dragon's Byte

Gravity Code: 9 to 3 G's Environment Code: D-Forest

Temperature Range Code: G- Temp-

erate

Base Experience Points for Killing

Monster: 50

Size: 15 Hint New Game Auto-Play

NORTH-EAST EAST SOUTH-EAST SOUTH SOUTH-WEST WEST NORTH-WEST

MOVE LOOK THINK CHOOSE NIGHT

NEW GAME SAVE OLD GAME YES NO

COPY MORKIN CORLETH ROTHRON SELECT

Dp/ IBUPROFENO 600 mg.

1 cp/8h, después de las comidas.

PARACETAMOL 1 gr

1 cp/8 h

SEKISAN 200 cc.

1 2 cull./8 h.

Barcelona, a 28/02/2012

- 1 YURI ALEKSEYEVICH GAGARIN (URSS; Vostok I. 12.4.61). Batió el primer récord espacial del mundo, de 103,2 millas.
- 2 ALAN B. SHEPARD (EE.UU.; Freedom 7; 5.5.61). Alcanzó una altura de 115 millas.
- 3 VIRGIL IVAN GRISSOM (EE.UU.; Liberty Bell 7; 12.7.61). Alcanzó una altura de 118 millas, pero la nave capotó al regreso.
- 4 GHERMAN STEPANOVICH TITOV (URSS; Vostok 2; 6-7.8.61). Llevó a cabo estudios sobre los efectos de una prolongada ingravidez.
- 5 HOHN HERSCHEL GLEEN (EE.UU.; Friendship 7; 20.2.62). Primera vez que una nave tripulada americana se puso en órbita terrestre.
- 6 MALCOLM SCOTT CARPENTER (EE.UU.; Aurora 7; 24.5.62). Repitió el primer vuelo de Glenn y alcanzó una velocidad de 17,532 mph.
- 7 ADRIAN GRIGORYEVICH NIKOLAYEV (URSS; Vostok 3; 11-15.8.62). Primer astronauta espacial en vuelo operado a través de la televisión. Vuelo de 1.640.000 millas.
- 8 PAVEL ROMANOVICH POPOVICH (URSS; Vostok 4; 12-15.8.62). El propósito primordial del vuelo era "obtener datos" para establecer contacto con el Vostok 3.
- 9 WALTER MARTY SCHIRRA (EE.UU.; Faith 7; 16-16.5.63). Falló el control automático pero el manual logró efectuar un amerizaje con éxito.

TEST a		TEST a		TEST a	TEST a	TE	ST a	TEST a		TEST a		TEST a	TEST &	
						30	12							
1	С	1	b	1		1	1	а	1		1	C	1	1
2	b	2	С	2		2	2	а	2		2	С	2	2
3	b	3	ь	3		3	3	b	3		3	С	3	3
4	а	4	a	4		4	4	b	4		4	С	4	4
5	C:	5	ь	5		5	5	b	5		5	b	5	5
6	b	6	ь	6		6	6	a	6		6	С	6	6
7	b	7		7		7	7	b	7		7	a	7	7
8	c	8		8		8	8	b	8		8	b	8	8
9	а	9		9		9	9	C	9		9	а	9	9
10	b	10		10		10	10	b	10		10	С	10	10
11	b	11		11		11	11	а	11		11	а	11	11
12	ь	12		12		12	12	C	12		12	b	12	12
13	ь	13		13		13	13	ь	13		13	С	13	13
14	а	14		14		14	14	b	14		14	c	14	1.4
15	а	15		15		15	15	b	15		15	С	15	15
16	ь	16		16		16	16	С	16		16	a	16	16
17	b	17		17		17	17	b	17		17	С	17	17
18	b	18		18		18	18		18		18	а	18	18
19	c	19		19		19	19		19		19	c	19	19
20	а	20		20		20	20		20		20	b	20	20
21	ь	21		21		21	21		21		21	b	21	21
22	b	22		22		22	22		22		22	b	22	22
23	b	23		23		23	23		23		23	a	23	23
24	а	24		24		24	24		24		24	b	24	24
25	а	25		25		25	25		25		25	b	25	25
26	а	26		26		26	26	;	26		26	b	26	26
27	b	27		27		27	27		27		27	а	27	27
28	C	28		28		28	28		28		28	a	28	28
29	а	29		29		29	29		29		29	b	29	29
30	C	30		30		30	30		30		30	b	30	30
31	b	31		31		31	31		31		31	b	31	31
32	а	32		32		32	32		32		32	C	32	32
33	b	33		33		33	33		33		33	а	33	33
34	a	34		34		34	34		34		34	С	34	34
35	b	35		35		35	35		35		35	b	35	35
36	b	36		36		36	36		36		36	c	36	36

ESP: 40%-50%-60%-40%-50%-60%-40%-50%-60%-40%-50% 60%-40%-50%-60%-40%-50%-60%-40%-50%

ENG: 40%-50%-60%-40%-50%-60%-40%-50%-60%-40%-50% 60%-40%-50%-60%-40%-50%-60%-40%-50%

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RUS: 40%-50%-60%-40%-50%-60%-40%-50%-60%-40%-50% 60%-40%-50%-60%-40%-50%-60%-40%-50%

ESP: New Balance, Vans, Juju, Dr Martens, Adidas, Puma, Iron Fist, Le C Sportif, Superga, Saucony, Converse, Obey, Hype, Carhartt, Loser Mach Dark Seas..Punky Pins, Wolf&Moon...

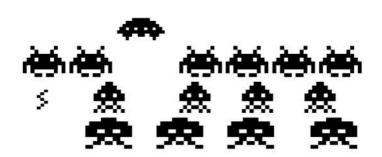
ENG: Colthing Brands: New Balance, Vans, Juju, Dr Martens, Adidas, Puma, Iron Fist, Le Coq Sportif, Superga, Saucony, Converse, Obey, Hype, Carhartt, Loser Machine, Dark Seas..Punky Pins, Wolf&Moon...

DEU: Marken wie: New Balance, Vans, Juju, Dr Martens, Adidas Fist, Le Coq Sportif, Superga, Saucony, Converse, Obey, Hyp Loser Machine, Dark Seas..Punky Pins, Wolf&Moon...

RUS: XXXXXXXXXXXXXXX: New Balance, Vans, Juju, Dr Martens Iron Fist, Le Coq Sportif, Superga, Saucony, Conver Carhartt, Loser Machine, Dark Seas..Punky Pins, Wolf&

Home
&
Lifestyle
CUINES
KÜCHEN
KITCHENS

Interiores





XVII

1x	2x	3x	4×	5x
1 x 1 = 1	$2 \times 1 = 2$	$3 \times 1 = 3$	$4 \times 1 = 4$	$5 \times 1 = 5$
$1 \times 2 = 2$	$2 \times 2 = 4$	$3 \times 2 = 6$	$4 \times 2 = 8$	$5 \times 2 = 10$
$1 \times 3 = 3$	$2 \times 3 = 6$	$3 \times 3 = 9$	$4 \times 3 = 12$	$5 \times 3 = 15$
$1 \times 4 = 4$	$2 \times 4 = 8$	$3 \times 4 = 12$	$4 \times 4 = 16$	$5 \times 4 = 20$
$1 \times 5 = 5$	$2 \times 5 = 10$	$3 \times 5 = 15$	$4 \times 5 = 20$	$5 \times 5 = 25$
$1 \times 6 = 6$	$2 \times 6 = 12$	$3 \times 6 = 18$	$4 \times 6 = 24$	$5 \times 6 = 30$
$1 \times 7 = 7$	$2 \times 7 = 14$	$3 \times 7 = 21$	$4 \times 7 = 28$	$5 \times 7 = 35$
$1 \times 8 = 8$	$2 \times 8 = 16$	$3 \times 8 = 24$	$4 \times 8 = 32$	$5 \times 8 = 40$
$1 \times 9 = 9$	$2 \times 9 = 18$	$3 \times 9 = 27$	$4 \times 9 = 36$	$5 \times 9 = 45$
1 x 10 =10	2 x 10 =20	3 x 10 =30	4 x 10 =40	5 x 10 =50
6x	7x	8x	9x	10x
6 x 1 = 6	$7 \times 1 = 7$	$8 \times 1 = 8$	$9 \times 1 = 9$	$10 \times 1 = 10$
$6 \times 2 = 12$	$7 \times 2 = 14$	$8 \times 2 = 16$	$9 \times 2 = 18$	$10 \times 2 = 20$
$6 \times 3 = 18$	$7 \times 3 = 21$	$8 \times 3 = 24$	$9 \times 3 = 27$	$10 \times 3 = 30$
$6 \times 4 = 24$	$7 \times 4 = 28$	$8 \times 4 = 32$	$9 \times 4 = 36$	$10 \times 4 = 40$
$6 \times 5 = 30$	$7 \times 5 = 35$	$8 \times 5 = 40$	$9 \times 5 = 45$	$10 \times 5 = 50$
$6 \times 6 = 36$	$7 \times 6 = 42$	$8 \times 6 = 48$	$9 \times 6 = 54$	$10 \times 6 = 60$
$6 \times 7 = 42$	$7 \times 7 = 49$	$8 \times 7 = 56$	$9 \times 7 = 63$	$10 \times 7 = 70$
	$7 \times 8 = 56$	$8 \times 8 = 64$	$9 \times 8 = 72$	$10 \times 8 = 80$
$6 \times 8 = 48$				
$6 \times 8 = 48$ $6 \times 9 = 54$	$7 \times 9 = 63$	$8 \times 9 = 72$	$9 \times 9 = 81$	$10 \times 9 = 90$

XVIII

DO YOU WANT TO SAVE OR QUIT THIS GAME? SAVE QUIT CANCEL

WELCOME TO...

ANT ATTACK

After a long journey you see your destintation. The high walled city of Antescher.
As you stand at the gates you hear a call of distress, irresistable to a HERO like you. You must answer it...
Good Luck!

UNICORN HORN bone spear 1-12 wield in both hands . no additional effects zap when BLESSED . remove transient blindness . remove transient hallucination . remove transient sickness . remove transient confusion . remove transient stunned . remove transient petrifying when UNCURSED . remove transient blindness . remove transient hallucination . remove transient confusion when CURSED . apply transient blindness 2-7 . apply transient hallucination 3-13 . apply transient sickness 3-13 . apply transient stunned 2-7 eat +20 nutrition when BLESSED . polymorph white unicorn when UNCURSED . polymorph gray unicorn

2 lbs \$100

. polymorph black unicorn

when CURSED

downgrade to tooled horn

CLOSE